

CLAIM AMENDMENT

1. (original) A method of simulating a game accessory, comprising:
inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and
randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.
2. (original) The method of claim 1, wherein said communications link is one of a telephone line and a wireless link.
3. (original) The method of claim 1, wherein said displayed outcome simulates a game accessory.
4. (original) The method of claim 3, wherein said game accessory is one or more die.
5. (withdrawn) The method of claim 3, wherein said game accessory is a spinner.
6. (withdrawn) The method of claim 3, wherein said game accessory indicates a special game instruction.
7. (original) The method of claim 1, wherein said signal is an inband signal transmitted over said communications link.
8. (original) The method of claim 7, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.
9. (original) The method of claim 1, further comprising:
defining a plurality of identifiers used to differentiate between said terminals;
determining at each of said terminals, from which terminal said signal originated; and
indicating at each of said terminals, said outcome and originating terminal identifier.

10. (original) The method of claim 9, wherein conversing parties associated with said terminals can spontaneously set up and play a game without interfering with an ongoing conversation over said communications link.

11. (original) The method of claim 9, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

12. (withdrawn) The method of claim 1, wherein at least one of said terminals is a speakerphone.

13. (amended) The method of claim 1, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

14. (withdrawn) The method of claim 1, wherein at least one of said terminals is a walkie talkie.

15. (withdrawn) The method of claim 1, wherein at least one of said terminals is a wireless toy.

16. (withdrawn) The method of claim 1, wherein at least one of said terminals is a transceiver.

17. (original) Apparatus for simulating a game accessory, comprising:

means for inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and

means for randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.

18. (original) The apparatus of claim 17, wherein said communications link is one of a telephone line and a wireless link.

19. (original) The apparatus of claim 17, wherein said displayed outcome simulates a game accessory.
20. (original) The apparatus of claim 19, wherein said game accessory is one or more die.
21. (withdrawn) The apparatus of claim 19, wherein said game accessory is a spinner.
22. (withdrawn) The apparatus of claim 19, wherein said game accessory indicates a special game instruction.
23. (original) The apparatus of claim 17, wherein said signal is an inband signal transmitted over said communications link.
24. (original) The apparatus of claim 23, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.
25. (original) The apparatus of claim 17, further comprising:
means for defining a plurality of identifiers used to differentiate between said terminals;
means for determining at each of said terminals, from which terminal said signal originated;
and
means for indicating at each of said terminals, said outcome and originating terminal identifier.
26. (original) The apparatus of claim 25, wherein conversing parties associated with said terminals can spontaneously set up and play a game without interfering with an ongoing conversation over said communications link.
27. (original) The apparatus of claim 25, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

28. (withdrawn) The apparatus of claim 17, wherein at least one of said terminals is a speakerphone.

29. (amended) The apparatus of claim 17, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

30. (withdrawn) The apparatus of claim 17, wherein at least one of said terminals is a walkie talkie.

31. (withdrawn) The apparatus of claim 17, wherein at least one of said terminals is a wireless toy.

32. (withdrawn) The apparatus of claim 17, wherein at least one of said terminals is a transceiver.

33. (original) A method of simulating a game accessory, comprising:

defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link;

inputting at one of said terminals, an instruction to determine an outcome;

randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display;

determining at each of said terminals, from which terminal said signal originated; and

indicating at each of said terminals, said outcome and originating terminal identifier.

34. (original) The method of claim 33, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

35. (original) The method of claim 33, wherein said communications link is one of a telephone line and a wireless link.

36. (original) The method of claim 33, wherein said displayed outcome simulates a game accessory.
37. (original) The method of claim 36, wherein said game accessory is one or more die.
38. (withdrawn) The method of claim 36, wherein said game accessory is a spinner.
39. (withdrawn) The method of claim 36, wherein said game accessory indicates a special game instruction.
40. (withdrawn) The method of claim 33, wherein at least one of said terminals is a speakerphone.
41. (amended) The method of claim 33, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.
42. (withdrawn) The method of claim 33, wherein at least one of said terminals is a walkie talkie.
43. (withdrawn) The method of claim 33, wherein at least one of said terminals is a wireless toy.
44. (withdrawn) The method of claim 33, wherein at least one of said terminals is a transceiver.
45. (original) Apparatus for simulating a game accessory, comprising:
 means for defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link;
 means for inputting at one of said terminals, an instruction to determine an outcome;

means for randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display;

means for determining at each of said terminals, from which terminal said signal originated;
and

means for indicating at each of said terminals, said outcome and originating terminal identifier.

46. (original) The apparatus of claim 45, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

47. (original) The apparatus of claim 45, wherein said communications link is one of a telephone line and a wireless link.

48. (original) The apparatus of claim 45, wherein said displayed outcome simulates a game accessory.

49. (original) The apparatus of claim 48, wherein said game accessory is one or more die.

50. (withdrawn) The apparatus of claim 48, wherein said game accessory is a spinner.

51. (withdrawn) The apparatus of claim 48, wherein said game accessory indicates a special game instruction.

52. (withdrawn) The apparatus of claim 45, wherein at least one of said terminals is a speakerphone.

53. (amended) The apparatus of claim 45, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

54. (withdrawn) The apparatus of claim 45, wherein at least one of said terminals is a walkie talkie.
55. (withdrawn) The apparatus of claim 45, wherein at least one of said terminals is a wireless toy.
56. (withdrawn) The apparatus of claim 45, wherein at least one of said terminals is a transceiver.
57. (withdrawn) A method of simulating a game accessory, comprising:
defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link, wherein each identifier is represented by a different color; and
indicating at each of said terminals, a state of a game accessory illuminated in the color representing the terminal from which a signal representing said state was sent.
58. (withdrawn) The method of claim 57, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
59. (withdrawn) The method of claim 57, wherein said game accessory is one or more die.
60. (withdrawn) The method of claim 57, wherein said game accessory is a spinner.
61. (withdrawn) The method of claim 57, wherein said game accessory indicates a special game instruction.
62. (withdrawn) The method of claim 57, wherein said game accessory is a timer.
63. (withdrawn) The method of claim 57, wherein said game accessory enables a game player to indicate a bet.

64. (withdrawn) The method of claim 57, wherein at least one of said terminals is a speakerphone.
65. (withdrawn) The method of claim 57, wherein at least one of said terminals is a wireless telephone.
66. (withdrawn) The method of claim 57, wherein at least one of said terminals is a walkie talkie.
67. (withdrawn) The method of claim 57, wherein at least one of said terminals is a wireless toy.
68. (withdrawn) The method of claim 57, wherein at least one of said terminals is a transceiver.
69. (withdrawn) Apparatus for simulating a game accessory, comprising:
means for defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link, wherein each identifier is represented by a different color; and
means for indicating at each of said terminals, a state of a game accessory illuminated in the color representing the terminal from which a signal representing said state was sent.
70. (withdrawn) The apparatus of claim 69, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
71. (withdrawn) The apparatus of claim 69, wherein said game accessory is one or more die.
72. (withdrawn) The apparatus of claim 69, wherein said game accessory is a spinner.
73. (withdrawn) The apparatus of claim 69, wherein said game accessory indicates a special game instruction.

74. (withdrawn) The apparatus of claim 69, wherein said game accessory is a timer.
75. (withdrawn) The apparatus of claim 69, wherein said game accessory enables a game player to indicate a bet.
76. (withdrawn) The apparatus of claim 69, wherein at least one of said terminals is a speakerphone.
77. (withdrawn) The apparatus of claim 69, wherein at least one of said terminals is a wireless telephone.
78. (withdrawn) The apparatus of claim 69, wherein at least one of said terminals is a walkie talkie.
79. (withdrawn) The apparatus of claim 69, wherein at least one of said terminals is a wireless toy.
80. (withdrawn) The apparatus of claim 69, wherein at least one of said terminals is a transceiver.
81. (original) A method of simulating a game accessory, comprising:
inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and
determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.
82. (original) The method of claim 81, wherein said communications link is one of a telephone line and a wireless link.
83. (original) The method of claim 81, wherein said signal is determined randomly.

84. (original) The method of claim 83, wherein said displayed outcome simulates a game accessory.
85. (original) The method of claim 84, wherein said game accessory is one or more die.
86. (withdrawn) The method of claim 84, wherein said game accessory is a spinner.
87. (withdrawn) The method of claim 84, wherein said game accessory indicates a special game instruction.
88. (original) The method of claim 81, wherein said displayed outcome simulates a timer.
89. (original) The method of claim 81, wherein said displayed outcome enables a game player to indicate a bet.
90. (withdrawn) The method of claim 81, wherein at least one of said terminals is a speakerphone.
91. (amended) The method of claim 81, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.
92. (withdrawn) The method of claim 81, wherein at least one of said terminals is a walkie talkie.
93. (withdrawn) The method of claim 81, wherein at least one of said terminals is a wireless toy.
94. (withdrawn) The method of claim 81, wherein at least one of said terminals is a transceiver.
95. (original) Apparatus for simulating a game accessory, comprising:

means for inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and

means for determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.

96. (original) The apparatus of claim 95, wherein said communications link is one of a telephone line and a wireless link.

97. (original) The apparatus of claim 95, wherein said signal is determined randomly.

98. (original) The apparatus of claim 97, wherein said displayed outcome simulates a game accessory.

99. (original) The apparatus of claim 98, wherein said game accessory is one or more die.

100. (withdrawn) The apparatus of claim 98, wherein said game accessory is a spinner.

101. (withdrawn) The apparatus of claim 98, wherein said game accessory indicates a special game instruction.

102. (original) The apparatus of claim 95, wherein said displayed outcome simulates a timer.

103. (original) The apparatus of claim 95, wherein said displayed outcome enables a game player to indicate a bet.

104. (withdrawn) The apparatus of claim 95, wherein at least one of said terminals is a speakerphone.

105. (amended) The apparatus of claim 95, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of

establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

106. (withdrawn) The apparatus of claim 95, wherein at least one of said terminals is a walkie talkie.

107. (withdrawn) The apparatus of claim 95, wherein at least one of said terminals is a wireless toy.

108. (withdrawn) The apparatus of claim 95, wherein at least one of said terminals is a transceiver.

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109. (new): A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

inputting, at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a random number generator; and

randomly determining at said one wireless telephone using the random number generator therein, a signal representing said outcome to send to each of said wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link by said one wireless telephone.

110. (new): The method of claim 109 wherein said communications link is a wireless link.

111. (new): The method of claim 109 wherein said displayed outcome simulates a game accessory.

112. (new): The method of claim 111 wherein said game accessory is one or more die.

113. (new): The method of claim 109, further comprising:

defining a plurality of identifiers used to differentiate between said wireless telephones;

determining, at each of said wireless telephones, from which wireless telephone said signal originated; and

indicating at each of said wireless telephones, said outcome and originating wireless telephone identifier.

114. (new): The method of claim 113 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

115. (new): The method of claim 113 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

116. (new): The method of claim 109 further comprising displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

117. (new): Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for inputting at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a random number generator; and

means for randomly determining, at said one wireless telephone using the random number generator therein, a signal representing said outcome to send to each of said wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link by said one wireless telephone.

118. (new): The apparatus of claim 117 wherein said communications link is a wireless link.

119. (new): The apparatus of claim 117 wherein said displayed outcome simulates a game accessory.

120. (new): The apparatus of claim 119 wherein said game accessory is one or more die.

121. (new): The apparatus of claim 117, further comprising:

means for defining a plurality of identifiers used to differentiate between said wireless telephones;

means for determining at each of said wireless telephones, from which wireless telephone said signal originated; and

means for indicating, at each of said wireless telephones, said outcome and an identifier associated with the wireless telephone from which said signal originated.

122. (new): The apparatus of claim 121 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

123. (new): The apparatus of claim 121 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

124. (new): The apparatus of claim 117 further comprising means for displaying the outcome using a color which identifies the specific game player that the outcome is associated with.

125. (new): A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

defining a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;

inputting, at one of said wireless telephones, an instruction to determine an outcome associated with a specific one of the game players;

using a random number generator located in said one wireless telephone to randomly determine, at said one wireless telephone, a signal representing said outcome to send to each of said

wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link;

determining at each of said wireless telephones, from which wireless telephone said signal originated; and

indicating, at each of said wireless telephones, said outcome and originating wireless telephone identifier.

126. (new): The method of claim 125 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

127. (new): The method of claim 125 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

128. (new): The method of claim 125 wherein said communications link is a wireless link.

129. (new): The method of claim 125 wherein said displayed outcome simulates a game accessory.

130. (new): The method of claim 129 wherein said game accessory is one or more die.

131. (new): The method of claim 125 further comprising displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

132. (new): Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for defining a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;

means for inputting, at one of said wireless telephones, an instruction to determine an outcome associated with a specific one of the game players;

a random number generator located in said one wireless telephone for randomly determining, at said one wireless telephone, a signal representing said outcome to send to each of said wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link;

means for determining at each of said wireless telephones, from which wireless telephone said signal originated; and

means for indicating at each of said wireless telephones, said outcome and an identifier associated with the wireless telephone from which said signal originated.

133. (new): The apparatus of claim 132 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

134. (new): The apparatus of claim 132 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

135. (new): The apparatus of claim 132 wherein said communications link is a wireless link.

136. (new): The apparatus of claim 132 wherein said displayed outcome simulates a game accessory.

137. (new): The apparatus of claim 136 wherein said game accessory is one or more die.

138. (new): The apparatus of claim 132 further comprising means for displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

139. (new): A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

inputting, at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a number generator; and

determining, at said one wireless telephone using the number generator therein, a signal representing said outcome to send to each of said wireless telephones for display.

140. (new): The method of claim 139 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

141. (new): The method of claim 139 wherein said signal is determined randomly.

142. (new): The method of claim 139 wherein said displayed outcome simulates a game accessory.

143. (new): The method of claim 142 wherein said game accessory is one or more die.

144. (new): The method of claim 139 further comprising displaying the outcome using a color which identifies the specific game player that the outcome is associated with.

145. (new): Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for inputting, at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a number generator; and

means for determining, at said one wireless telephone using the number generator therein, a signal representing said outcome to send to each of said wireless telephones for display.

146. (new): The apparatus of claim 145 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the

plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

147. (new): The apparatus of claim 145 wherein said signal is determined randomly.

148. (new): The apparatus of claim 145 wherein said displayed outcome simulates a game accessory.

149. (new): The apparatus of claim 148 wherein said game accessory is one or more die.

150. (new): The apparatus of claim 145 further comprising means for displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

151. (new): A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for inputting an instruction to determine an outcome associated with a specific one of the game players;

a random number generator for randomly determining a signal representing said outcome without interfacing with any device external to said wireless telephone;

a signal generator for transmitting over a communications link at least one dual tone multi-frequency (DTMF) signal representing said outcome determined by said random number generator; and

means for displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

152. (new): A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

inputting an instruction to determine an outcome associated with a specific one of the game players;

randomly determining a signal representing said outcome; and

displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

153. (new): A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for decoding a first dual tone multi-frequency (DTMF) signal representing a randomly determined first outcome received from another wireless telephone via a communications link, the first outcome being associated with a first one of the game players; and

means for displaying the first outcome using a first color that identifies the first game player that the first outcome is associated with.

154. (new): The wireless telephone of claim 153 further comprising:

means for inputting an instruction to determine a second outcome to transmit to the other wireless telephone;

a random number generator for randomly determining a second signal representing said second outcome, the second outcome being associated with a second one of the game players, the second signal being determined without interfacing with any device external to said wireless telephone;

a signal generator for transmitting over a communications link to the other wireless telephone a second DTMF signal representing said second outcome determined by said random number generator; and

means for displaying the second outcome using a second color which identifies the second game player that the second outcome is associated with.
